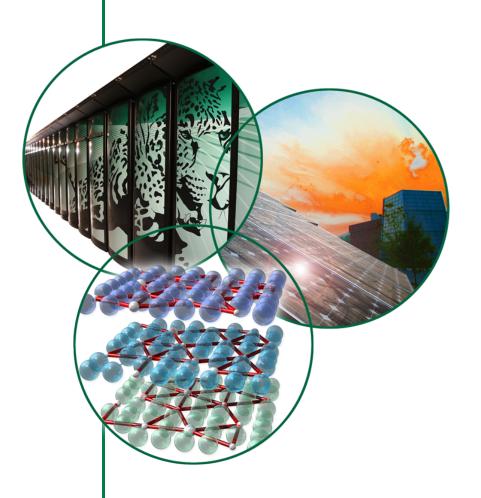
#### Molecular Dynamics Simulation of Protein Dynamics and Lignocellulosic Biomass (m906)

**Loukas Petridis Oak Ridge National Laboratory** 





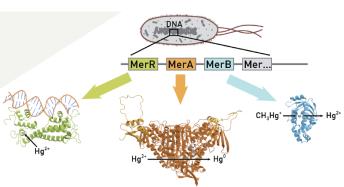


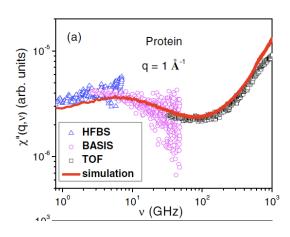
#### 1. Project Description PI: Jeremy C. Smith (ORNL)



#### Insight into physical processes leading to biological function in critical research missions:





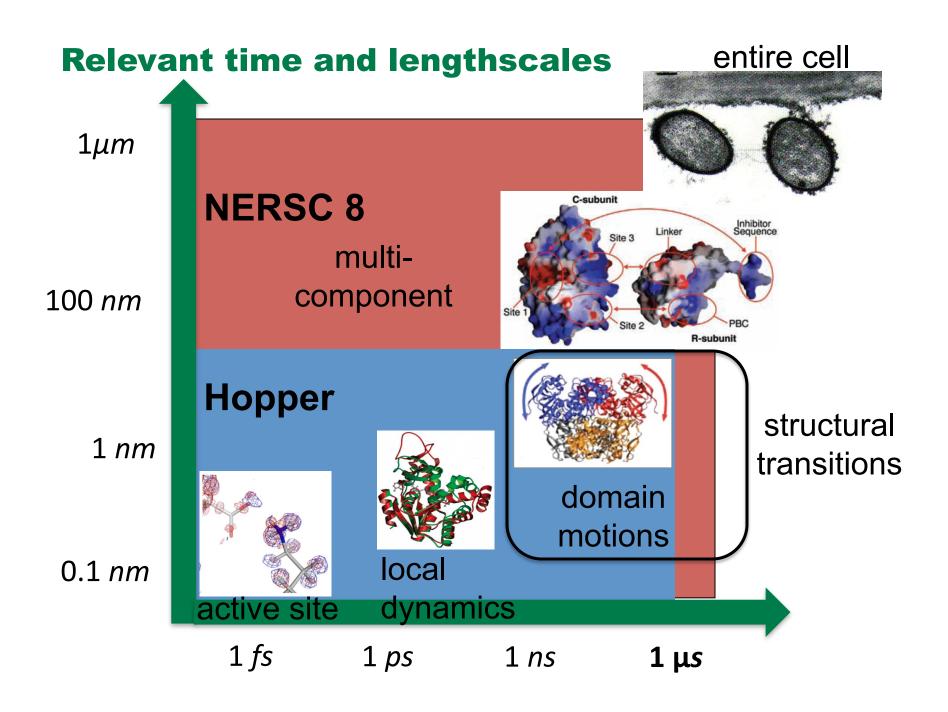


**Bioenergy** 

**Bioremediation** 

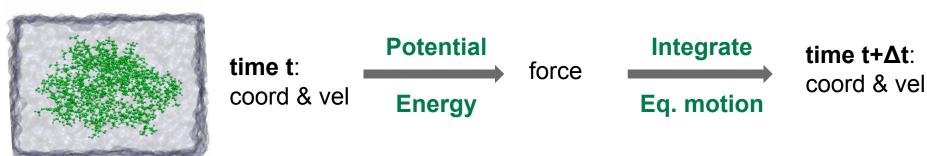
**Neutron scattering** 





# 2. Computational Strategies

#### **Molecular Dynamics Simulation**



**Codes**: GROMACS and NAMD

#### **Algorithms**:

Integration of equations of motions: verlocity Verlet.

N-body algorithms with neighborlist.

Domain and force decomposition for multi-level parallelization.

Grid-based electrostatics: Particle Mesh Ewald (FFT).

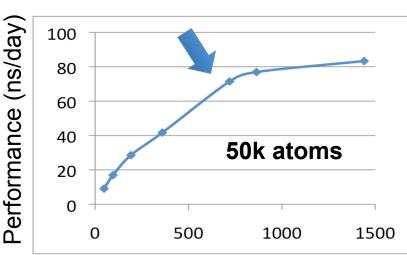
network communication

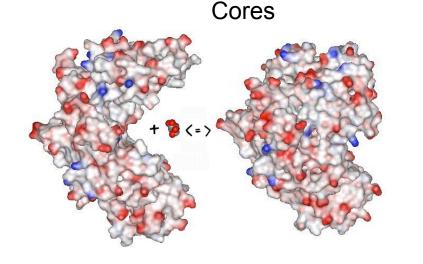


# Computational Challenges for Capacity-Class Simulations

- 1. Biggest computational challenge: strong scaling is limited by network latency.
- → limits accessible timescales

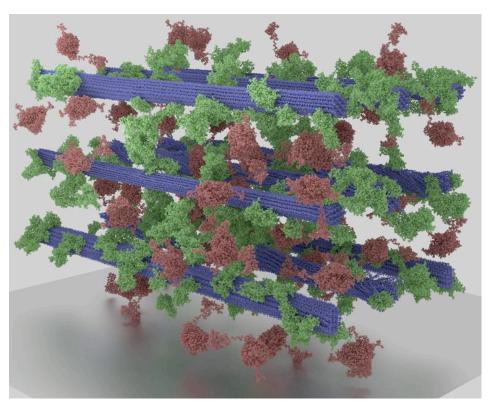
- 2. Ensemble-based methods to enhance sampling of structural transitions substantial increase in computational cost
- currently not applicable in multi-component systems



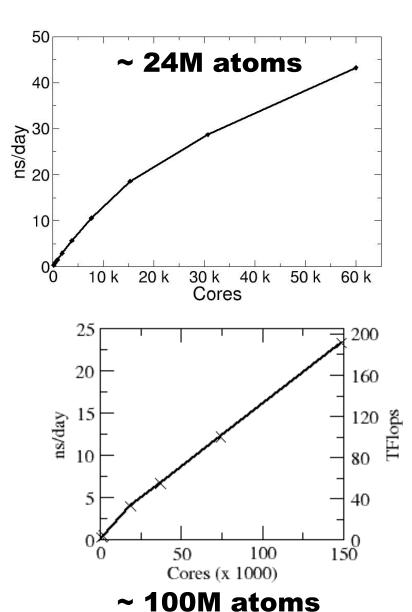




# (Capability-Class Simulations)



24M-atom simulation of enzyme binding to pretreated lignocellulose. 2012: 50 M INCITE hours on OLCF Jaguar XT5



# 3. Current HPC Usage

Hopper: 7.5M CPU hours in 2012 on single-molecule simulations

| Cores                   | 200-2,000    | system size: ~50k-500k atoms |
|-------------------------|--------------|------------------------------|
| Checkpoint data         | 1.2 to 24 MB |                              |
| Checkpoint bandwidth    | 2 MB/sec     | 401                          |
| Data I/O*               | 0.2 – 2 Gb   | ~10k one-hour runs per year  |
| I/O bandwidth           | 500 kB/sec   |                              |
| Project directory space | 1TB          |                              |
| Archival data           | 10 TB        |                              |
| Memory per node         | ~MB          |                              |
|                         |              |                              |

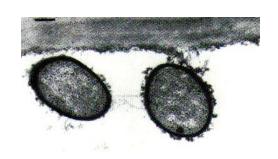
\*based on 1 hour run



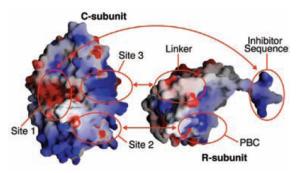
# 4. HPC Requirements for 2017

60 M hours.

Parallel concurrency increase x10:



extend lengthscales: biomass-microbe interactome



ensemble methods in complexes systems: signaling pathways

- Modest memory requirements (~10MB) and I/O bandwidth ~5MB/sec
- ~10k files, size ~ 10 MB 10 GB



#### 4. HPC Requirements for 2017

| Cores                   | 2,000-20,000 |            |
|-------------------------|--------------|------------|
| Checkpoint data         | 12 to 120 MB |            |
| Checkpoint bandwidth    | 20 MB/sec    |            |
| Data I/O*               | 2 – 20 Gb    |            |
| I/O bandwidth           | 5 MB/sec     |            |
| Project directory space | 2TB          | write less |
| Archival data           | 20 TB        | frequently |
| Memory per node         | ~MB          |            |

Applications: Gromacs, NAMD, VMD

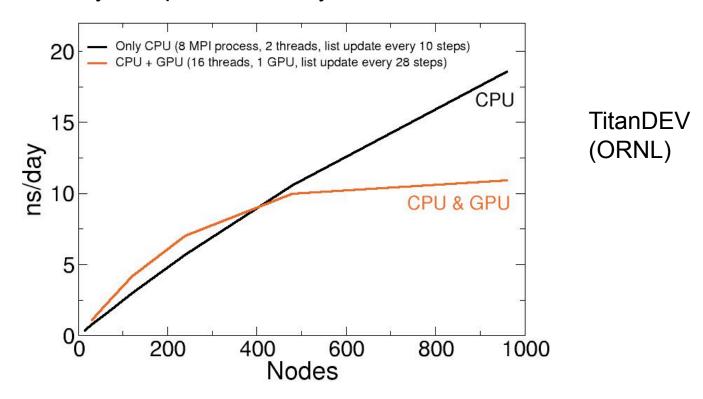
Development: C++, Boost, libxml, Cmake, Git, FFTW, Cuda (or

equivalent), Eclipse/PTP



#### 5. Strategies for New Architectures

MD codes already compatible with hybrid CPU/GPU architectures



- Currently two CPUs as fast as CPU+GPU. By 2017 expect GPUs will provide 2x speedup.
- Implicit solvent calculations potentially benefit from GPU

# 5. Summary

- NERSC8 → new biology
  - Increase in accessible lengthscales
  - Ensemble-based methods for multi-component complexes.
- Recommendations on NERSC architecture:
  - Vendors: tightly integrated (ideally shared cache) CPU + GPU enabling fine-grain split of workload between CPU and GPU.
  - Strong scaling of MD simulations is limited by network latency: small cluster with lowest possible network latency.
  - Simulations are globally synchronized, therefore the lowest network connection is slowing down the entire simulation. A task placement that ensures nodes can communicate with low network latency.

